

NICKELODEON

party BLAST



Infogrames, Inc.
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MADE IN THE USA.

EmuMovies

www.nick.com • www.funkidsgames.com

Part # 23862M

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**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



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WELCOME TO NICKELODEON™ PARTY BLAST!

Choose your favorite Nicktoons™ star and let the multiplayer mayhem begin! Lob food at Tommy, race Otto Rocket down rapids, shoot hoops and pull tricks wearing in-line skates, blast Gooze™ at SpongeBob SquarePants™ and a whole lot more! It's round after round of insane, competitive action!

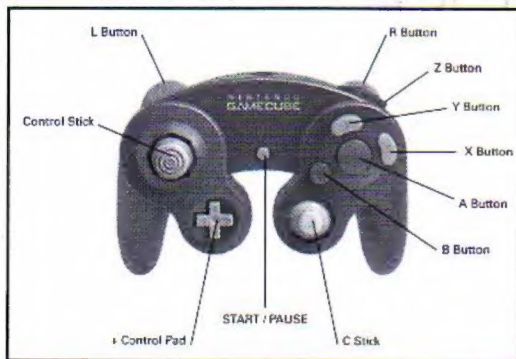
GETTING STARTED

1. Turn OFF the POWER Button on your Nintendo GameCube™.

WARNING: Never try to insert or remove a Nintendo GameCube™ Game Disc while the power is ON.

2. Make sure a Nintendo GameCube™ Controller is plugged into Nintendo GameCube™ Controller Socket 1 on the Nintendo GameCube™.
3. If you're playing against friends, plug additional Controllers into additional Controller Sockets.
4. Insert the Game Disc into the Nintendo GameCube™ Optical Disc Drive.
5. Turn ON the POWER Button and proceed to the title screen. If you can't proceed to the title screen, begin again at step 1.
6. At the title screen, press **START/PAUSE**. Next, you will be prompted to start a new game or load a previously saved game (see "Saving/Loading" on page 5). You will then continue on to the Main Menu (see page 6).

NINTENDO GAMECUBE™ CONTROLLER



SAVING/LOADING

Nickelodeon™ Party Blast uses an Autosave feature to save your current progress to an available Nintendo GameCube™ Memory Card with at least 2 blocks of free space.

SAVING

At the Autosave prompt when game starts, press the **A Button** to start Autosaving to the Memory Card in Memory Card Slot A or in Memory Card Slot B. Press the **B Button** to cancel the Autosave. If you choose not to Autosave, then your game progress will not be saved. However, you can at any time go to the Main Menu and save your game via the Load/Save menu. Once you save your game, then the Autosave feature will be active. Multiplayer games cannot be saved.

Note: Do not remove the Memory Card from the Nintendo GameCube™ while the power is ON, especially when the game is being saved. Do not press the POWER Button during this time, either. The Memory Card could be damaged by either of these actions.

If you wish to change where the saved game file is located, select one of the available Memory Cards, then enter a name for the new saved game file. This will now become your current saved game file, and all future Autosaves will now be saved to this file.

LOADING

To load a saved game, go to the Load/Save screen from the Main Menu. All of the available Memory Cards will be displayed. Choose the Memory Card from which you wish to load the game, then select the title of the saved game you want to load and press the **A Button**.

MAIN MENU

Use the **Control Stick** or + **Control Pad** to highlight a selection. Press the **A Button** to confirm.

START GAME – Go to game mode selection.

OPTIONS – Access the Options Menu described below.

LOAD/SAVE – See “Saving/Loading” on page 5.

CREDITS – See the names of the people who helped to create this game.

OPTIONS

Use the **Control Stick** or + **Control Pad** to highlight a selection. Press the **A Button** to confirm.

SOUND OPTIONS – Adjust the Sound Effects and Music levels.

REDEFINE PAD – Change button controls by choosing your favorite configuration.

SELECT PLAYER

Choose your favorite Nicktoons™ character to play. Use the **Control Stick** or + **Control Pad** to highlight a selection. Press the **A Button** to confirm.

If you are playing a Multiplayer game, each player should select a character using this method. If you are playing a Single-Player game, the other three characters will be randomly selected as computer-controlled players.



SELECT MODE

Use the **Control Stick** or + **Control Pad** to highlight a selection. Press the **A Button** to confirm.

SINGLE PLAYER

Blast – This is the main Single-Player mode. Progress through five different game categories, each with five levels. You must win and complete each game category before you can play the Finale. All game levels that you successfully complete will then be available for all other game modes.

Replay – Play any level that is currently available to you. These are the levels that have already been unlocked in Blast mode. Star tokens collected here will not count toward opening Cup Challenge games or bonus levels.

Cup Challenge – Choose one of two available Cups (mini-tournaments) to start. (Note: You can unlock additional Cups for this mode by playing Blast mode and collecting Bronze Stars. See “Star Tokens” on pages 8 and 9 for details.)

MULTIPLAYER

Party Play – Play any level that is currently available to you. These are the levels that have already been unlocked in Replay mode (see “Single Player” for details).

Cup Challenge – Same as single player, but with multiple players.

GAMES

Available games show up as pictures on the rotating cubes. Unavailable (locked) games are greyed out. You can choose any starting game, but you must finish all cubes before you can win the game. Press the **Control Stick** or + **Control Pad** up and down to highlight the show categories (such as Jimmy Neutron™). Press the **Control Stick** or + **Control Pad** left and right to highlight the available games (such as Food Fight). Press the **A Button** to select.

See pages 9 through 16 for details on the games.



THINGS YOU'LL FIND ON EVERY LEVEL

HEADS-UP DISPLAY (HUD)



Note: Not all aspects of the HUD are seen in every game category.

GOOOZE™

Run over letters to collect them. When you spell out G-O-O-O-Z-E, Goooze™ mode will automatically activate, giving you special access to Goooze™ mayhem. Press the **A Button** to shoot Goooze™ at other players to mess them up and slow them down. Players covered in Goooze™ will be marked by a green splotch. Goooze™ mode will last for a limited time. Don't worry, you can always collect more letters!



COINS

Collect these to earn points, regain health or get clean.



STAR TOKENS

Gold Star – These special tokens allow you to do things on the various levels. If you see a banner with a Gold Star, and you have already collected a Gold Star token, you can use it to get a secret advantage in the game level.



Silver Star – Collect these to unlock a special level! If you are told that the next level you are about to play is a Silver Star level, you will be awarded a Silver Star if you win that level.



Bronze Star – These count toward unlocking Cups. You must collect the appropriate number of Bronze Stars to earn the Cup.



FOOD FIGHT

OBJECT

Pick up food by running over it. Then throw the food at your opponents to make them as messy as possible. When you are totally messy (covered with food), your health hits 0 and you are out of the round. The winner is the last one standing, or the one with the least mess!



CONTROLS

BUTTON	ACTION
A Button	Throw food/Pick up and toss players. (For a short toss, press once then release. For a long toss, press and hold the button down, then release the button when you're ready to toss the food or player.)
B Button	Duck (to defend yourself from food or from being picked up and tossed)
Y Button	Jump
X Button	Discard food in hand
L Button or R Button	Activate power-up
Control Stick or + Control Pad	Shake back and forth to escape from a player that is going to toss you. Also shake to get clean.

POWER-UPS

Restores clean points to make you less messy.



Gives you super speed.



Slows down your opponents.



Creates a big mess! If you're caught in it, you will get messier.



Protects you from damage.



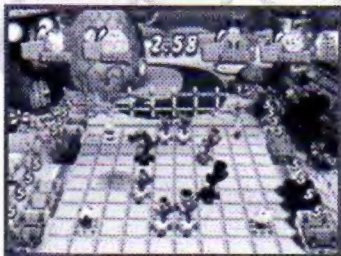
HINTS

- Watch out for the Goooze™ pit!
- A rolling cow barreling down on you is never a good thing.
- Use those power-ups!
- No food available? Then try to toss your opponents for their tokens!
- Food items that you swing can knock food back at opponents!

PIPES

OBJECT

Connect pipes! Each player has a starting point that is marked with his or her color. Put down pipes from the start to the end. You will also see an ending point that is marked with your color, a neutral (grey) pipe, or a special extra-power connection (such as the golden chickens in the INVADER ZIM™ level). Once the connection is made, your points will increase. The longer you keep the connection, the more points you will get.



The connection must stay connected long enough to work (for example, to fill up the chicken vat in the INVADER ZIM™ level). You will get a bonus after a set amount of time, and the connection you made will disappear. You will have to start again and make another connection.

Watch for other players stealing your pipe pieces. Also be on the lookout for hazards and power-ups. Stand on any part of your pipe network to defend it ("shield" your pipes). Keep in mind that if you do this, the pipe is squashed and nothing can flow through it, so you will not get points or make progress toward your bonus. Also, you are still vulnerable to other players. If you touch other players' pipes while they are "shielded," you will be thrown into the air. Be careful!

Each level has a different end for the connection:

LEVEL	DESCRIPTION	ICON
1	SpongeBob SquarePants™	Treasure Box
2	INVADER ZIM™	Chicken
3	Jimmy Neutron™	Rockets

CONTROLS

BUTTON	ACTION
A Button	Place pipes/toss player/swing hammer/steal pipe
B Button	Duck
Y Button	Jump
X Button	Discard pipe
L Button or R Button	Activate power-up
Control Stick or + Control Pad	Move and shake Goooze™ off

POWER-UPS

Shield your pipes without standing on them. Can be activated from a distance.



Destroy pipes and freeze opponents.



Destroy pipes and stun opponents. **Note:** Once you have activated the hammer using the **L Button** or **R Button**, press the **A Button** to swing it.



Destroy all pipes on the level, including your own. This is good if you just want to cause trouble!



Move really fast.



HINTS

- No unattached pipes left in play? Try taking one from another player.
- You can hold more than one pipe at a time.
- Use power-ups at the right time.
- Use some power-ups against hazards.
- Be careful not to stand on your pipes for too long.
- No power-ups? Try to pick up and toss your opponents and make them drop all of the pipes they are holding.

ROLL-A-BALL

OBJECT

Score hoops! Roll around and try to score the most points possible. Perform tricks before you score a basket to get bonus points.

To perform a trick, press the **X Button** to jump in the air. While holding the button, push the

Control Stick or **+ Control Pad** in any direction. If you are good, you can pull off combo tricks for big points! This takes practice.

The more tricks you do, the more points a basket is worth. However, if you fall, you will have to start over. You can always just score baskets without doing a trick, but the good players will always throw a trick or two in first. Go for a long shot or get super-close for a slam-dunk. When the basket is highlighted with your color, you know you are lined up for a shot.

CONTROLS

BUTTON	ACTION WITH THE BALL	ACTION WITHOUT THE BALL
A Button	Shoot	Steal/Burst
X Button	Start a trick	Start a trick
Y Button	Jump	Jump
B Button	Duck and defend from a steal/burst	Duck and defend from being picked up/burst
L Button or R Button	Activate power-up	Activate power-up
Control Stick or + Control Pad	Shake back and forth to escape from a player that is going to toss you. Also shake to get clean.	Shake back and forth to escape from a play that is going to toss you. Also shake to get clean.

POWER-UPS

A counter will appear over your head. "Tag" another player to pass off the counter. Once it reaches zero, look out!

Cause your opponents to fall on the ground.

Steal the ball from anywhere on the level.



Jump really high.

Attract the ball to you.

HINTS

- Jump onto walls, rails and fences to pull a grind trick.
- Tricks can increase the points you get for a basket.
- Bump into different things...you might get a surprise!
- Look out for Goooze™ barrels.
- Use your power-ups!

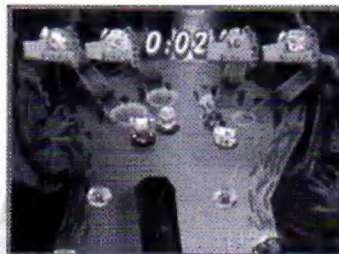
COIN RALLY

OBJECT

This is not your everyday, seen-it-before kind of rally. This is for coins! You might be tubing down an African river, racing down a street, or snowboarding down a hill! Hurry up and collect as many coins as possible. Keep in mind that the other players will be trying to get your coins too! Also, there are many hazards that will take your coins away and place them back into play. Power-ups are also great ways to steal coins from players, because coins suddenly become available to pick up.

CONTROLS

BUTTON	ACTION
A Button	Speed Burst. Your burst meter needs to be full before you can burst. Bumping into opponents at full speed will knock coins loose. Use this to quickly grab coins or to get away from danger.
B Button	Roll (river levels only). This is used to protect yourself from knocks and bumps. Or, if a path is blocked, you can dive under the water to get under the obstacle, then pop up on the other side. However, you cannot collect coins while rolling.
Y Button	Jump
L Button or R Button	Activate power-up
Control Stick or + Control Pad	Move and shake Goooze™ off



CONTROLS

If you fall too far behind, CatDog™ will place you back into play. But keep in mind that if this happens, you will lose some coins and precious coin-collecting time.

POWER-UPS

Bump into other players and knock coins loose.

This is an even more powerful way to bump your opponents. Look out!

Protects you from other players and from power-ups that touch you.

A rubber repter will appear over your head. Pass this to other players by bumping into them. When the timer reaches zero, the player with the repter will lose coins. So pass it along to a "friend" as soon as possible!

Use this power-up to scoop up loose coins. All of the coins on screen will be attracted to you. Grab them quickly before somebody else does!

Flips over the other players, preventing them from collecting coins.

HINTS

- Power-ups are very important for victory.
- Being first is not always the best way to win.
- Look for secret areas and hidden coins.
- Rolls (on the river levels) are very useful to protect yourself from opponents. But remember, while you are in the Roll, you can't collect coins.
- Use Speed Burst to get ahead, to move to safety or to bump other players.

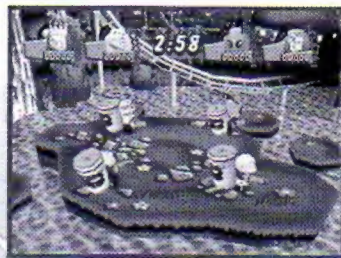


SQUIRT AND SPLASH

OBJECT

Use good aim and timing to make your opponents fall into the water! Players have various liquids in their backpacks (which refill automatically) to squirt at others.

You get points for every squirty hit you make on another player, but if you fall into the water, you lose some of your points. The longer you stay in the water, the more points you lose, so try to jump back to safety as quickly as you can. Bonus tokens will also drop down or just appear on the level.



CONTROLS

BUTTON	ACTION
A Button	Squirt
Y Button	Jump
B Button	Duck (to avoid squirt)
L Button or R Button	Activate power-up
Control Stick or + Control Pad	Move and shake Goooze™ off

POWER-UPS

Increase your squirt power.

Increase your backpack filling speed.

Increase your backpack capacity.

Become temporarily invulnerable.

Bump opponents away from you.



Increase your speed.

Decrease the speed of your opponents.

Cause your opponents to fall on the ground.



HINTS

- Keep moving!
- Plan your squirts! When your backpack is empty, you will be vulnerable until it completely fills up again.
- Grab those tokens! The more you have, the better chance you have to win the round.
- Look for Star banners.
- Power-ups, power-ups, power-ups!

PAUSE MENU

To pause the game, press **START/PAUSE**. From the Pause menu, choose from the following:

CONTINUE – Continue the game where you left off.

QUIT GAME – Exit the game.

INSTRUCTIONS – Learn how to play each game.



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This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

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Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

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Epilepsy Warning



WARNING

READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

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- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

Repetitive Strain Statement



CAUTION

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement



CAUTION

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GOVERNING LAW; ARBITRATION: This Agreement shall be governed by, and any arbitration hereunder shall apply, the laws of the State of New York, U.S.A., excluding (a) its conflicts of laws principles; (b) the United Nations Convention on Contracts for the International Sale of Goods; (c) the 1974 Convention on the Limitation Period in the International Sale of Goods (the "1974 Convention"); and (d) the Protocol amending the 1974 Convention, done at Vienna April 11, 1980.

Any dispute, controversy or claim arising out of or relating to this Agreement or to a breach hereof, including its interpretation, performance or termination, shall be finally resolved by arbitration. The arbitration shall be conducted by three (3) arbitrators, one to be appointed by Infogrames Interactive, one to be appointed by You and a third being nominated by the two arbitrators so selected or, if they cannot agree on a third arbitrator, by the President of the American Arbitration Association ("AAA"). The arbitration shall be conducted in English and in accordance with the commercial arbitration rules of the AAA. The arbitration, including the rendering of the award, shall take place in New York, New York, and shall be the exclusive forum for resolving such dispute, controversy or claim. The decision of the arbitrators shall be binding upon the parties hereto, and the expense of the arbitration (including without limitation the award of attorneys' fees to the prevailing party) shall be paid as the arbitrators determine. The decision of the arbitrators shall be executory, and judgment thereon may be entered by any court of competent jurisdiction.

Notwithstanding anything contained in the foregoing Paragraph to the contrary, Infogrames Interactive shall have the right to institute judicial proceedings against You or anyone acting by, through or under You, in order to enforce Infogrames Interactive's rights hereunder through reformation of contract, specific performance, injunction or similar equitable relief. For the purposes of this Paragraph, both parties submit to the jurisdiction of, and waive any objection to the venue of, the state and federal courts of the State of New York.

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